

## Bulletin 1

### WELCOME

#### 1 Programme and course

Welcome to the Interaction Design (IXD) Lab 2 (*Prototipazione di artefatti interattivi*) course. This course is one of four which, together, are the core of clasVEM's fDA's graduate programme in Interactive Communications. The other three courses are:

- IxD Lab 1 *Comunicazione visuale e cinetica* (term 1)
- IxD Theory 1 *Design dell'interazione* (term 1)
- IxD Theory 2 *Telecomunicazione* (term 2).

The whole programme is primarily for those planning to find work in the IxD field, but the theory courses are also suitable for those with a general interest in IxD. The programme is run by Gillian Crampton Smith (gilcs@iuav.it) and Philip Tabor (ptabor@iuav.it: clasVEM's Vice-Director, Interactive Communications), who are happy to advise on courses and employment in this field.

The programme is designed as a cumulative sequence of skills and knowledge. You can attend Lab 2 only if you have previously attended Theory 1 and Lab 1, *and* are currently attending Theory 2.

*Lab 1 concerned interactivity at the scale of the mobile phone; its input was usually by keypad, its output usually by screen. Lab 2 concerns interactivity at the scale of the room, building or city; its input is possibly sensors in the environment, its output possibly immersive or distributed phenomena. Its technology is that of 'physical computing': the world of sensors and actuators. Its tone is both serious and ludic.*

#### 2 Language

The course is conducted in English. But the exam assignment, handed in at the end of this term, may use either English (reasonably correct and comprehensible, but not necessarily perfect), Italian, or both languages.

#### 3 Learning methods

The lab uses three learning methods:

- Designing by the whole class in its Ligabue studio (*atelier*) without teachers
- Designing by the whole class in its studio, with teachers giving tutorials and occasional presentations
- 'Crits' (critiques): presentations, by the class, of work in progress, followed by comments by the class and teachers.

#### 4 Attendance

Minimum attendance is 14.30–18.30 Monday, Tuesday, Thursday and Friday. You must not register for any other class at the same time.

fDA's *obblighi di frequenza* says that students who attend less than 67% of all classes cannot be examined at the *appelli*. Attendance is recorded by your signature on our attendance register (*rilevamento presenze studenti*), so please sign it every afternoon when a teacher attends, and inform ptabor@iuav.it if you are absent through illness. We try (but do not guarantee) to warn you if your attendance falls to 60% or below.

The most important abilities and knowledge you learn at university comes from other students and their work, not teachers. In design, this happens best when students design and talk together in the same space – frequently, intensively and generously. From this, there gradually emerges a social chemistry, a design ethos, and a shared wealth of skills and ideas. In this atmosphere, designs develop faster and in more interesting and unpredictable ways. Please make the studio your second home.

#### 5 Teamwork

For the design project you may work as individuals or (which we recommend) in pairs (teams of two: no more); you may change pairs after the ideas and research phases. A pair's final hand-in must comprise an element of work done jointly and, clearly distinguished from this and from each other, a substantial piece of work by each individual. For exam purposes, the combined work of pair members is expected to exceed the work of an individual in energy and quantity by a factor of two.